Subject: Hydra is limited to 10 threads
Posted by nixnixnix on Fri, 09 Dec 2011 04:38:47 GMT
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My PC has 12 cores.

Nick

Subject: Re: Hydra is limited to 10 threads
Posted by dolik.rce on Fri, 09 Dec 2011 07:10:47 GMT
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nixnixnix wrote on Fri, 09 December 2011 05:38My PC has 12 cores.

Nick
Well, this is simple to fix. The only limitation is the Max() set on the edit field in theide setting

I would say the correct solution is to remove this constraint from ide.lay completely. But I'm not sure why it got there in the first place, so I'll leave the final decision to Mirek. Just in case there is some reason to keep the number of threads down...

Meanwhile, if you really wan't to use entire potential of your CPU, you can build with new umk, it should use all the cores. Also it is now possible to use -H option to specify the number of hydra threads.

Honza

Subject: Re: Hydra is limited to 10 threads
Posted by mirek on Fri, 09 Dec 2011 07:13:47 GMT
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nixnixnix wrote on Thu, 08 December 2011 23:38My PC has 12 cores.

Nick

It is now 64...

Mirek

Subject: Re: Hydra is limited to 10 threads
Posted by nixnixnix on Fri, 09 Dec 2011 07:33:10 GMT
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Thanks Mirek,

I actually think 10 is ample but there was a conflict between one part of the interface auto-detecting the 12 cores and then another saying that 12 was too many or I wouldn't have pointed it out.

N
